



Savely Ignatyevich Merkulov

Male, 29, born December 5, 1994

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website: <https://behance.net/spaceforest>

Lives: St. Petersburg

Citizenship: Russia, have work permit: Russia

Ready to move: St. Petersburg, ready for occasional business trips

Desired position and salary

Narrative Designer, Screenwriter

Specialties:

- Art Director, Creative Director
- Game designer
- Director, screenwriter

Employment: full-time, part-time, project work

Work schedule: full day, shift schedule, flexible schedule, remote work Desirable travel time to work: does not matter

Experience - 7 years 6 months

May 2024 -
present
1 month

Abyss Games

Moscow, vk.com/abyssgamesdev

Information technologies, system integration, Internet

- Software development

Narrative Designer

Descriptions of objects, lines, lor.

April 2024 - present
2 months

"Star Gatherers."

Moscow

Educational institutions

- Business education

Screenwriter, Narrative Designer

A visual RPG novel in the setting of the modern world through the eyes of a young economist.

World. Lore. Plot. Mechanics. Compilation of concepts. Characters. Dialogs.

Mechanics of Interactive Interview. Mechanics of in-game crypto-exchange.

December 2016 -
present 7 years 6
months

Individual entrepreneurship / private practice / freelancing

St. Petersburg, www.behance.net/spaceforest

Narrative Designer, Screenwrite r, Sound Designer

Creation of the
World,
Characters,
Story, Dialogs,
Musical
accompaniment.

Creating a Diz-
Doc, collecting
references and
compiling tz's
for coders,
collecting
references and
compiling tz's
for artists,
compiling
soundtrack
scores,
supporting the
development
process.

A selection of five hundred texts: <https://proza.ru/avtor/unseenshire>

April 2024 -
May 2024
2 months

Individual entrepreneurship / private practice / freelancing

Москва, proza.ru/2024/05/11/122

Information technologies, system integration, Internet

- Software development

Narrative Designer

Created a fantasy slasher diddook in a Slavic setting.

Plot, Characters,
Dialogs, Mechanics.

The text is in the public domain - open at the link.

The World Born

Moscow

Information technologies, system integration, Internet

- Software development

Screenwriter

1. A board game concept with karmic interconnections, quizzing and Artificial Intelligence encrustations - on a field with karmic circles, Fibonacci Spiral and the origin point of the Universe - in the center.

2. Setup Prompts for a linguistic neural network for the role of Presenter.

The Player's task: to get ahead of the opponents and determine the nature of the nascent universe - and give a chip for its birth.

The Is Behind

Poland, app.leaksid.com/--/bNg2HC

Information technologies, system integration, Internet

- Software development

Game Designer, Narrative Designer, Screenwriter

Dizdok-Bible:

<https://app.leaksid.com/--/bNg2HC>

Project: action-rpg in an alternate history about albino sisters, prisoners of the concentration camp Abyss.

Persona-style world exploration.

Stealth and real-time action - combining the style of the first MGS and Manhunt.

QTE-mechanics in the style of Indigo Prophecy.

The plot is in the vein of Jacob's Ladder and Chaotic Anne.

In a surreal alternate history setting, with occult elements and its own version of Cheshire from American McGee's worlds.

A story about Humanity, Kinship and Liberation. A story about Rock 'n' Roll!

November 2023 -
March 2024
5 months

From scratch and completely:

Created World, Characters, Story, Dialogs, Side-Quests and storyboards intro video Created

Musical accompaniment: composition, recording.
Collected Diz-Doc.

Collected references and drafted the terms of reference for programmers, artists and
musicians. Compiled the soundtrack scores.

*Sobbed over the dilemmas of plot twists.

February 2022 -
June 2022
5 months

Out of Format

St. Petersburg, objkt.com/collections/KT1EnEdTMhEs1ZWNofHTdX1mx6fq89oKZQDG
Information technologies, system integration, Internet
• Software development

Screenwriter

Creating story-moments for the first PDF game in Pong mechanics.

The point is - You catch the moments - or miss them: and each action has its own consequences. No

Winner = No Loser

You could miss your plane and it would crash.
You can stare at a stranger and drop your ice cream. You can go
home and not meet the love of your life.

(The strangest piece in my portfolio.)
The game went to nft token release, and is played in the browser.

The leitmotif of Mystical Conducting - available at the link, on file - and Life:

<https://objkt.com/tokens/KT1EnEdTMhEs1ZWNofHTdX1mx6fq89oKZQDG/12>

November 2018 -
December 2019
1 year 2 months

Kosma Sinthiqcosm

St. Petersburg, www.artstation.com/kosimasinthiqcosm/profile
Information technologies, system integration, Internet
• Software development

Narrative Designer, Screenwriter

Project: a VR park with time management mechanics, runic puzzles with alternate realities and
a psychedelic story in a Victorian setting.

Creating the World, Characters, Story, Dialogs.
Creating endless lines of script, mechanics, and descriptions.
Dizdocs, synopses, dialog branches.

Education

Unfinished higher education

2020

St. Petersburg State Institute of Cinema and Television
Screen Arts, Directing Multimedia Programs

2016 **St. Petersburg State University, St. Petersburg**
Legal

Professional development, courses

2021	Psychomagic Alejandro Chodorowsky, Traveler.
2020	Psychodrama Jacob Levy Moreno, Narrative Therapist.
2020	David Lynch Teaches Creativity and Film David Keith Lynch, Director
2019	Write, Shrink Ilyakhov; Sarycheva, Copywriter
2018	The Artist's Way Julia Cameron, The Creator
2017	50 writing techniques Roy Peter Clary, Screenwriter
2016	Bird by Bird Anne Lamott, Screenwriter
2015	The Art of Dramaturgy Lajos Egri, Playwright.
2014	The Word Alive and Dead Nora Gal, Editor
2013	Secret Rhonda Byrne, Creator
2012	Elements of Style William Strunk and E. B. White, Editors
2011	How to Write Books Stephen A. King, Writer
2010	Fairy tale therapy Freelance, Host, Narrator.

Key Skills

Knowledge of languages **Russian** - Native
 English - C1 - Advanced

Skills

Responsibility Computer Game Development

Writing a design document miro sound design English Writing

texts characters narrative Screenwriting Directing

Editing Literary editing Journalism Text

proofreading Article writing

Presentation preparation Design writer Internal documentation

Adobe Premiere Pro Illustration Google Docs G a m e d e v

More info

About me

Savelius, Narrative Designer

Direction - narrative games with deep story and multi-dimensional characters. Love the metaphysical aspects and breaking the 4th wall.

Top favorite games: Warframe, Deus Ex, Manhunt, Asylum, Heavy Rain, Final Fantasy X, Fallout: New Vegas, Brutal Legend, Psychonauts, Silent Hill 2

!Experience with JRPG - in full development from scratch: from idea - to

diddock. Using AI:

Midjourney - Concepts, Persians, and mood visualization.

Chat GPT - adding to the dramatic structure of the plot, working on dialog - take 10 versions throw them a plot outline, take note of variations - and make your own.

Krea AI - auto-prompting, smart upscaling.

Sora - vids.

Civit.ai - StableDiffusion with plenty of lore and all sorts of presets: character and location creation.

Creation of the World, Characters, Story. Dialogs, Creation of Musical accompaniment. Creating a Diz-Doc

Collection of references and drawing up ts for programmers. Collection of references and drawing up ts for artists. Composing soundtrack scores.

Supporting the development process.

Sounddesign:

<https://music.youtube.com/watch?v=v0VcpOV7c3A&si=6qgB35m-BSC1MO5d>

Sounddesign:

<https://music.youtube.com/watch?v=CHJMT43Tib8&si=HBAIHoxXhZHo47cK>

He has written five philological novels, three published by AST.

Hecate's Kids book at designportfolio:

<https://www.behance.net/gallery/177563035/HECATES-KIDS>

Example of work on rpg branch of dialog, characters and mmo-ccg events:

https://miro.com/app/board/uXjVKdc7njk=?share_link_id=343083938779

Portfolio Poetic:

<https://poembook.ru/unseenshire>

A selection of five hundred texts:

<https://proza.ru/avtor/unseenshire>

Design:

<https://www.behance.net/spaceforest>

Interview:

<https://vc.ru/u/1775975-psyberiy/705535-intervyu-s-volshebnikom>

I've been writing since I was six.

I take Roy Peter Clark's course every year.

Scripted a VR park with time management mechanics, puzzles in parallel realities, and a psychedelic story.

Twenty years of experience writing fiction in most existing forms: novels, short stories, poems, and screenplays.

The sculpting of characters, the elegance of style, the density of presentation.

Creating worlds, fine handling of setting, experienced with delving into historical context.

Wrote a series of article-reviews on David Keith Lynch's creative method - presenting the profound to the average viewer:

<https://vk.com/@savethelie-lynch-i-surandrealism>

<https://vk.com/@savethelie-by-david-lynch-ii-american>

<https://vk.com/@savethelie-david-lynch-iii-kinematograf>

<https://vk.com/@savethelie-makeyours>

<https://vk.com/@savethelie-by-david-lynch-v-epilogue-bonus>